
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [Ethenal](#) on Thu, 03 Jul 2014 14:52:02 GMT
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Jerad Gray wrote on Thu, 03 July 2014 08:25l would like a feature that allows a map to add a key to a client's key.cfg.+1 this, this would be a greatly useful feature for people that don't even know keys.cfg, or have an empty (or nonexistent) one for whatever reason.

Additionally, maybe you could make the client display what keys it has bound, like in the spirit of the old "mapch" command - it might require a netcode change (which I can imagine you might not want to/can do) to send all of the Logical/Physical keys that are bound for a player, but I think it'd be greatly useful. However, if the Jerad's first request could be added, then this matters a lot less.

Thanks for your work gentlemen
